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Introduction to the 2019 Frameless VR/AR/XR Symposium

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Introduction to the 2019 Frameless VR/AR/XR Symposium

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Frameless Labs at RIT is an informal and interdisciplinary consortium of researchers, artists, innovators, and creators, with the common goal of bringing attention to all research, innovation and artistic creation in the fields of virtual, augmented, mixed and extended reality at RIT. Our signature event is an annual symposium for presentation and sharing of the latest technologies, advances, research, and experiences in these areas, not only from within the RIT campus, but also extending to the larger external VR/AR community.

We continue this tradition with the 4th Annual Frameless Symposium which was held in the MAGIC Spell Studios at the Rochester Institute of Technology on November 21st and 22nd, 2019. Like the 2018 symposium, the event spanned two days: the first comprised of engaging and interactive workshops and the second filled with talks, paper presentations, and demonstrations of the latest research and developments in the areas of Virtual, Augmented, Mixed and Extended Reality.

This year's program presents a diverse sampling of these areas including two paper presentations, 10 talks, 5 workshops, and 20 demos in areas ranging from digital storytelling, to the use of VR/AR in education, from lessons about creating VR/AR experiences, to applications for health and well-being. Like last year, this year's program was peer-reviewed, published online and archived as this 2nd volume of the Frameless Journal. In addition to contributions from RIT and an expanded presence from colleagues at the University of Rochester, our program includes participation from individuals from Georgia Tech, the New College in Florida, Rice University and Chapman University in California. We even have exhibits coming from as far away as Brazil.

Our keynote speaker this year was Luis Cataldi, Educational Evangelist at Epic Games who presented insights from his experience and involvement in the history of Computer Graphics, as well as musings on future directions of immersive technologies, from his point of view as the Global Education Evangelist at Epic.

The symposium concluded with a reception and demonstration of over 20 hands-on and interactive exhibits allowing visitors to experience, first hand, a sampling of the latest applications enabled by these immersive technologies. The evening culminated with a live encore performance of The Fragile Corridor by BIODANCE, visuals by W. Michelle Harris, first presented at the Rochester Fringe Festival in the Fall of 2019.

As general chair of this 2019 symposium, I would like to offer thanks to the interdisciplinary organizing committee: Juilee Decker (publications), Frank Deese (social media), Elizabeth Goins (hospitality), David Halbstein (publications/outreach), Susan Lakin (funding), Michael Murdoch (program chair), Peter Murphey, Elouise Oyzon (art / installations), Jennifer Poggi (logistics), Mark Reich (workshops), Mellissa Warp (publicity), Adam Burke (Webmaster) and M. Kristana Textor/Emily Sherwood (University of Rochester liaisons). I would also like to offer special thanks to the leadership at Magic Spell Studios (David Long, Jennifer Hinton, Brenda Schlageter, Amanda Hughes) for their continued support and for hosting the symposium for the past 4 years. Finally, an extra special thanks goes out to Dr. Ryne Raffaele, Vice-President for Research and Associate Provost RIT, who was the primary financial sponsor for this year's event.

We look forward to seeing you at our 5th annual symposium to be held in November 2020.

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